

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

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# Unique solved — Itgsurf

Links: [problem \(problemset\)](#), [Tutorial](#), [submission \(first AC\)](#).

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 237

1.

2189A

[Table with Numbers](#) · [Tutorial](#)

Quality: 24,373 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[Itgsurf's solution](#)

2.

2175A

[Little Fairy's Painting](#) · [Tutorial](#)

Quality: 18,736 global accepts · Rating: 800 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[Itgsurf's solution](#)

3.

2170A

[Maximum Neighborhood](#) · [Tutorial](#)

Quality: 19,952 global accepts · Rating: 800 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math  
[Itgsurf's solution](#)

4.

2116A

[Gellyfish and Tricolor Pansy](#) · [Tutorial](#)

Quality: 26,977 global accepts · Rating: 800 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy  
[Itgsurf's solution](#)

5.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,459 global accepts · Rating: 800 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math  
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6.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,702 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers  
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7.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[Itgsurf's solution](#)

8.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,214 global accepts · Rating: 800 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math  
[Itgsurf's solution](#)

9.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[Itgsurf's solution](#)

**10.**

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory  
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**11.**

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math  
[Itgsurf's solution](#)

**12.**

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,545 global accepts · Rating: 800 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: math  
[Itgsurf's solution](#)

**13.**

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
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**14.**

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
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**15.**

2069A

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[Itgsurf's solution](#)

**16.**

2064A

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**17.**

2059A

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**18.**

2062A

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Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings  
[Itgsurf's solution](#)

**19.**

2063A

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Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[Itgsurf's solution](#)

**20.**

2060A

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Quality: 41,103 global accepts · Rating: 800 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

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**21.**

2056A

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Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**22.**

1631A

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**23.**

1629B

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Quality: 25,285 global accepts · Rating: 800 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

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**24.**

1629A

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**25.**

1626A

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**26.**

1627A

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**27.**

2169A

[Alice and Bob](#) · [Tutorial](#)

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**28.**

2114B

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[Itgsurf's solution](#)

**29.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**30.**

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,078 global accepts · Rating: 900 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings, two pointers

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**31.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,919 global accepts · Rating: 1000 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[Itgsurf's solution](#)

**32.**

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Itgsurf's solution](#)

**33.**

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,595 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Itgsurf's solution](#)

**34.**

2160B

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Quality: 17,763 global accepts · Rating: 1100 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**35.**

2169B

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**36.**

2112B

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**37.**

2107B

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**38.**

2086B

[Large Array and Segments](#) · [Tutorial](#)

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**39.**

2070B

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Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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**40.**

2064B

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Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Itgsurf's solution](#)

**41.**

2063B

[Subsequence Update](#) · [Tutorial](#)

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

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**42.**

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**43.**

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Itgsurf's solution](#)

**44.**

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

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**45.**

2189B

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Quality: 15,321 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Itgsurf's solution](#)

**46.**

2174A

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[Itgsurf's solution](#)

**47.**

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Itgsurf's solution](#)

**48.**

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

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**49.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, matrices

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**50.**

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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**51.**

2056C

[Palindromic Subsequences](#) · [Tutorial](#)

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

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**52.**

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

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- 53.**  
2175B  
[XOR Array](#) · [Tutorial](#)  
Quality: 12,227 global accepts · Rating: 1300 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[Itgsurf's solution](#)
- 54.**  
2170C  
[Quotient and Remainder](#) · [Tutorial](#)  
Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers  
[Itgsurf's solution](#)
- 55.**  
2116B  
[Gellyfish and Baby's Breath](#) · [Tutorial](#)  
Quality: 17,555 global accepts · Rating: 1300 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[Itgsurf's solution](#)
- 56.**  
2160C  
[Reverse XOR](#) · [Tutorial](#)  
Quality: 15,163 global accepts · Rating: 1300 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks  
[Itgsurf's solution](#)
- 57.**  
2169C  
[Range Operation](#) · [Tutorial](#)  
Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, two pointers  
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- 58.**  
2143C  
[Max Tree](#) · [Tutorial](#)  
Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
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- 59.**  
2112C  
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Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers  
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- 60.**  
2108B  
[SUMdamental Decomposition](#) · [Tutorial](#)  
Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math  
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- 61.**  
2086C  
[Disappearing Permutation](#) · [Tutorial](#)  
Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation  
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- 62.**  
2075B  
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**63.**

2064C

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[Itgsurf's solution](#)

**64.**

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Itgsurf's solution](#)

**65.**

2056B

[Find the Permutation](#) · [Tutorial](#)

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[Itgsurf's solution](#)

**66.**

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

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**67.**

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Itgsurf's solution](#)

**68.**

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Itgsurf's solution](#)

**69.**

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive

[Itgsurf's solution](#)

**70.**

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

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**71.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

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**72.**

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

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**73.**

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

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**74.**

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

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**75.**

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

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**76.**

2108C

[Neo's Escape](#) · [Tutorial](#)

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[Itgsurf's solution](#)

**77.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

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**78.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Itgsurf's solution](#)

**79.**

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

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**80.**

2069C

[Beautiful Sequence](#) · [Tutorial](#)

Quality: 14,828 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Itgsurf's solution](#)

**81.**

2060E

[Graph Composition](#) · [Tutorial](#)

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Itgsurf's solution](#)

**82.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Itgsurf's solution](#)

**83.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

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**84.**

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

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**85.**

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Itgsurf's solution](#)

**86.**

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

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**87.**

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[Itgsurf's solution](#)

**88.**

1629D

[Peculiar Movie Preferences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Itgsurf's solution](#)

**89.**

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

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**90.**

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Itgsurf's solution](#)

**91.**

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[Itgsurf's solution](#)

**92.**

2069D

[Palindrome Shuffle](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing,

strings, two pointers

[Itgsurf's solution](#)

**93.**

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Itgsurf's solution](#)

**94.**

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Itgsurf's solution](#)

**95.**

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Itgsurf's solution](#)

**96.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Itgsurf's solution](#)

**97.**

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Itgsurf's solution](#)

**98.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Itgsurf's solution](#)

**99.**

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[Itgsurf's solution](#)

**100.**

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2022-11-24 · last AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Itgsurf's solution](#)

**101.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[Itgsurf's solution](#)

**102.**

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[ltgsurf's solution](#)

### 103.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[ltgsurf's solution](#)

### 104.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[ltgsurf's solution](#)

### 105.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ltgsurf's solution](#)

### 106.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[ltgsurf's solution](#)

### 107.

2116D

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[ltgsurf's solution](#)

### 108.

2160E

[Rectangles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[ltgsurf's solution](#)

### 109.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[ltgsurf's solution](#)

### 110.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,945 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[ltgsurf's solution](#)

### 111.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[ltgsurf's solution](#)

### 112.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[Itgsurf's solution](#)

**113.**

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[Itgsurf's solution](#)

**114.**

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[Itgsurf's solution](#)

**115.**

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[Itgsurf's solution](#)

**116.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[Itgsurf's solution](#)

**117.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graph matchings, math

[Itgsurf's solution](#)

**118.**

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Itgsurf's solution](#)

**119.**

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Itgsurf's solution](#)

**120.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Itgsurf's solution](#)

**121.**

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Itgsurf's solution](#)

**122.**

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Itgsurf's solution](#)

### 123.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Itgsurf's solution](#)

### 124.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Itgsurf's solution](#)

### 125.

2109E

[Binary String Wowee](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[Itgsurf's solution](#)

### 126.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Itgsurf's solution](#)

### 127.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Itgsurf's solution](#)

### 128.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Itgsurf's solution](#)

### 129.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[Itgsurf's solution](#)

### 130.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[Itgsurf's solution](#)

### 131.

2169F

[Subsequence Problem](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2700 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Itgsurf's solution](#)

### 132.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[Itgsurf's solution](#)

**133.**

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees

[Itgsurf's solution](#)

**134.**

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees

[Itgsurf's solution](#)

**135.**

106030M

[Median Replacement](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Itgsurf's solution](#)

**136.**

106030E

[Tutoria](#)

Rating: — · first AC: 2025-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Itgsurf's solution](#)

**137.**

106030H

[str\(list\(s\)\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Itgsurf's solution](#)

**138.**

106030C

[Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Itgsurf's solution](#)

**139.**

106030A

[Nxyjia'bEQyepj IBTCE](#)

Rating: — · first AC: 2025-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Itgsurf's solution](#)

**140.**

106030I

[Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Itgsurf's solution](#)

**141.**

106030K

[\ C · V · y · y · Q · V · p · b](#)

Rating: — · first AC: 2025-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Itgsurf's solution](#)

**142.**

106030J

[šTQ](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Itgsurf's solution](#)

**143.**

106030B

[osu!mania](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ltgsurf's solution](#)

**144.**

105484M

[Ordainer of Inexorable Judgment](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ltgsurf's solution](#)

**145.**

105484G

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ltgsurf's solution](#)

**146.**

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ltgsurf's solution](#)

**147.**

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ltgsurf's solution](#)

**148.**

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ltgsurf's solution](#)

**149.**

104639F

[Alice and Bob](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ltgsurf's solution](#)

**150.**

104639I

[Pa?sWorD](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ltgsurf's solution](#)

**151.**

104639A

[Qualifiers Ranking Rules](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · last AC: 2025-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ltgsurf's solution](#)

**152.**

104639G

[Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ltgsurf's solution](#)

**153.**

104639K

[Minimum Euclidean Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ltgsurf's solution](#)

**154.**

104639D

[Transitivity](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Itgsurf's solution](#)

**155.**

104639J

[Minimum Manhattan Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Itgsurf's solution](#)

**156.**

104639L

[KaChang!](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Itgsurf's solution](#)

**157.**

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Itgsurf's solution](#)

**158.**

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Itgsurf's solution](#)

**159.**

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-21 · last AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Itgsurf's solution](#)

**160.**

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Itgsurf's solution](#)

**161.**

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Itgsurf's solution](#)

**162.**

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Itgsurf's solution](#)

**163.**

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Itgsurf's solution](#)

**164.**

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Itgsurf's solution](#)

**165.**

105053F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Itgsurf's solution](#)

**166.**

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Itgsurf's solution](#)

**167.**

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Itgsurf's solution](#)

**168.**

105540F

[The Hermit](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Itgsurf's solution](#)

**169.**

105540I

[The Hanged Man](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Itgsurf's solution](#)

**170.**

105540B

[The Magician](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Itgsurf's solution](#)

**171.**

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Itgsurf's solution](#)

**172.**

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Itgsurf's solution](#)

**173.**

102460B

[The Power Monitor System](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Itgsurf's solution](#)

**174.**

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Itgsurf's solution](#)

**175.**

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Itgsurf's solution](#)

**176.**

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[ltgsurf's solution](#)

**177.**

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[ltgsurf's solution](#)

**178.**

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ltgsurf's solution](#)

**179.**

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[ltgsurf's solution](#)

**180.**

104021L

[Xian Xiang](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[ltgsurf's solution](#)

**181.**

104021K

[Largest Common Submatrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[ltgsurf's solution](#)

**182.**

104021H

[Delivery Route](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[ltgsurf's solution](#)

**183.**

104021A

[Girls Band Party](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[ltgsurf's solution](#)

**184.**

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[ltgsurf's solution](#)

**185.**

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[ltgsurf's solution](#)

**186.**

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[ltgsurf's solution](#)

**187.**

104021F

[Function!](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[ltgsurf's solution](#)

**188.**

104021N

[Fibonacci Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ltgsurf's solution](#)

**189.**

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ltgsurf's solution](#)

**190.**

104787D

[Yet Another Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ltgsurf's solution](#)

**191.**

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ltgsurf's solution](#)

**192.**

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ltgsurf's solution](#)

**193.**

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ltgsurf's solution](#)

**194.**

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ltgsurf's solution](#)

**195.**

104813H

[Energy Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ltgsurf's solution](#)

**196.**

104813B

[Memory](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ltgsurf's solution](#)

**197.**

104813G

[The Only Way to the Destination](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ltgsurf's solution](#)

**198.**

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ltgsurf's solution](#)

**199.**

104813M

[Painter](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ltgsurf's solution](#)

**200.**

103446B

[Strange Permutations](#) · [Tutorial](#)

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**203.**

103446G

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**204.**

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**205.**

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**206.**

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**207.**

103446D

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**208.**

103427M

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**209.**

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**210.**

103427F

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**211.**

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**212.**

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**213.**

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**214.**

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**215.**

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**216.**

102900D

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**217.**

102900B

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**218.**

102900I

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**219.**

102900M

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**221.**

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**222.**

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**223.**

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**224.**

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**226.**

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**227.**

103409I

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**228.**

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**229.**

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**231.**

104651E

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**232.**

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**233.**

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**235.**

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**236.**

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**237.**

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